IN THE CLAIMS

A listing of the claims has been included for reference. Claims 1, 5, 14, 18, 19, and 23 have been amended.

1. (Currently Amended) A method, comprising:

determining what graphical image data resides within a window in a windows-based environment;

assigning a priority level to **the** ~~a~~ window **based on the determination** ~~in a windows-based environment~~; and

compressing the image data residing in the window if the priority level of the window falls below a predetermined threshold priority level, wherein the type of compression used is lossless.

2. (Original) The method of claim 1 wherein compressing the image data residing in the window further comprises:

measuring the memory bandwidth requirement for a device where the windows-based environment resides; and

compressing image data only if the memory bandwidth requirement for the device cannot be met using uncompressed image data for all currently open windows.

3. (Original) The method of claim 1 wherein compressing the image data residing in the window further comprises adjusting the compression ratio of the image data according to the image quality priority level.

4. (Original) The method of claim 1 wherein compressing the image data residing in the window further comprises adjusting the compression ratio of the image data according to the displayed resolution of the window.

5. (Currently Amended) The method of claim 1 ~~**wherein assigning a priority level to a window**~~ further **comprising** ~~**comprises**~~:

determining where the window resides on the desktop**,**~~**;**~~

~~**determining what image content resides within the window; and**~~

wherein assigning ~~**setting**~~ **the** ~~**a**~~ priority level **to** ~~**for**~~ the window **is** based on **both** the **determination** ~~**determinations**~~ **of where the window resides on the desktop and what graphical image data resides within the window**.

6. (Original) The method of claim 5 wherein determining where the window resides on the desktop further comprises determining whether the window is the active window or an inactive window.

7. (Original) The method of claim 5 wherein determining where the window resides on the desktop further comprises determining whether the window is located in the foreground or in the background.

8. (Original) The method of claim 5 wherein determining where the window resides on the desktop further comprises determining the percentage of the window that is visible.

9. (Original) The method of claim 5 wherein determining what image content resides within the window further comprises determining whether the image content contains motion.

10. (Original) The method of claim 5 wherein determining what image content resides within the window further comprises determining whether the image content contains continuous-tone imagery.

11. (Original) The method of claim 5 wherein determining what image content resides within the window further comprises determining whether the image content is not in motion relative to the display.

12. (Original) The method of claim 5 wherein determining what image content resides within the window further comprises determining whether the image content contains live video.

13. (Original) The method of claim 5 wherein determining what image content resides within the window further comprises determining the size of the window in relationship to the size of the desktop.

14. (Currently Amended) A machine readable medium having embodied thereon instructions, which when executed by a machine, comprises:

determining what graphical image data resides within a window in a windows-based environment;

assigning a priority level to **the** ~~a~~ window **based on the determination** ~~in a windows-based environment~~; and

compressing the image data residing in the window if the priority level of the window falls below a predetermined threshold priority level, wherein the type of compression used is lossless.

15. (Original) The machine readable medium of claim 14 wherein compressing the image data residing in the window further comprises:

measuring the memory bandwidth requirement for a device where the windows-based environment resides; and

compressing image data only if the memory bandwidth requirement for the device cannot be met using uncompressed image data for all currently open windows.

16. (Original) The machine readable medium of claim 14 wherein compressing the image data residing in the window further comprises adjusting the compression ratio of the image data according to the image quality priority level.

17. (Original) The machine readable medium of claim 14 wherein compressing the image data residing in the window further comprises adjusting the compression ratio of the image data according to the displayed resolution of the window.

18. (Currently Amended) The machine readable medium of claim 14 ~~**wherein assigning a priority level to a window**~~ further **comprising** ~~**comprises**~~:

determining where the window resides on the desktop**,**~~**;**~~

~~**determining what image content resides within the window; and**~~

wherein assigning ~~**setting**~~ **the** ~~**a**~~ priority level **to** ~~**for**~~ the window **is** based on **both** the **determination** ~~**determinations**~~ **of where the window resides on the desktop and what graphical image data resides within the window**.

19. (Currently Amended) A system, comprising:

a bus;

a processor coupled to the bus;

a graphics card coupled to the bus; and

memory coupled to the processor, the memory adapted for storing instructions, which upon execution by the processor

determine what graphical image data resides within a window in a windows-based environment;

assign a priority level to **the** ~~a~~ window **based on the determination** ~~in a windows-based environment~~**;** and

compress the image data residing in the window if the priority level of the window falls below a predetermined threshold priority level, wherein the type of compression used is lossless.

20. (Original) The system of claim 19 wherein compressing the image data residing in the window further comprises:

measuring the memory bandwidth requirement for a device where the windows-based environment resides; and

compressing image data only if the memory bandwidth requirement for the device cannot be met using uncompressed image data for all currently open windows.

21. (Original) The system of claim 19 wherein compressing the image data residing in the window further comprises adjusting the compression ratio of the image data according to the image quality priority level.

22. (Original) The system of claim 19 wherein compressing the image data residing in the window further comprises adjusting the compression ratio of the image data according to the displayed resolution of the window.

23. (Currently Amended) The system of claim 19 ~~wherein assigning a priority level to a window~~ further **comprising** ~~comprises~~:

determining where the window resides on the desktop**,**~~;~~

~~determining what image content resides within the window; and~~

wherein assigning ~~setting~~ **the** ~~a~~ priority level **to** ~~for~~ the window **is** based on **both** the **determination** ~~determinations~~ **of where the window resides on the desktop and what graphical image data resides within the window**.

24. (Original) The system of claim 23 wherein determining where the window resides on the desktop further comprises determining whether the window is the active window or an inactive window.

25. (Original) The system of claim 23 wherein determining where the window resides on the desktop further comprises determining whether the window is located in the foreground or in the background.

26. (Original) The system of claim 23 wherein determining where the window resides on the desktop further comprises determining the percentage of the window that is visible.

27. (Original) The system of claim 23 wherein determining what image content resides within the window further comprises determining whether the image content contains motion.

28. (Original) The system of claim 23 wherein determining what image content resides within the window further comprises determining whether the image content contains continuous-tone imagery.

29. (Original) The system of claim 23 wherein determining what image content resides within the window further comprises determining whether the image content is not in motion relative to the display.

30. (Original) The system of claim 23 wherein determining what image content resides within the window further comprises determining whether the image content contains live video.

31. (Original) The system of claim 23 wherein determining what image content resides within the window further comprises determining the size of the window in relationship to the size of the desktop.